MULTIMEDIA UNIVERSITY®

STUDENT ID NO | | | | | | | | | | |

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2019/2020

MAX2033 – VISUAL EFFECTS AND COMPOSITING

(All sections / Groups)

21 OCTOBER 2019
2.30 PM - 4.30 PM
(2 Hours)

INSTRUCTIONS TO STUDENT

1. This Question paper consists of 4 pages with SECTION A ONLY.
2. Answer ALL questions.
3. Please write all your answers in the Answer Booklet provided.
4. Pray.

SECTION A

Answer ALL questions.

Question 1

a) Most of the feature films in the present days usually involves heavy Visual Effects and Special Effects together to make the films more realistic in terms of making the impossible, possible. Please describe and explain the differences between Visual Effects and Special Effects.

(10 Marks)

b) Describe and explain how is Artificial Smoke Produced?

(5 Marks)

c) List down **two** types of **Chemical Smokes.**

(5 Marks)

Question 2

Matte paintings are one of the original VFX techniques used in filmmaking. Originally used in photography, matte paintings have evolved from painted glass panels to entire 3D digital worlds.

a) List down **FIVE** disadvantages of **Glass Shot** Matte Painting

(10 Marks)

b) List down **TWO** advantages of **In-the-camera Matte Shot,** Matte Painting

(10 Marks)

Continued ...

Question 3

Please describe the meaning of the Visual Effects term below:

a) BG Prep
b) Rotoscoping
c) Compositing
d) Pre-Vis
e) Grading
f) Element Shoot
g) HDRI
h) R&D

(20 Marks)

Question 4

The first step in creating a 'Matchmove' is to identify important features in the image with special markers, or tracks, in a process known as 2D tracking. In Visual Effects, 2D Tracking is one of the powerful method in achieving believable movement to be match-moved in certain shots.

a) Describe and explain in detail what is 2D tracking

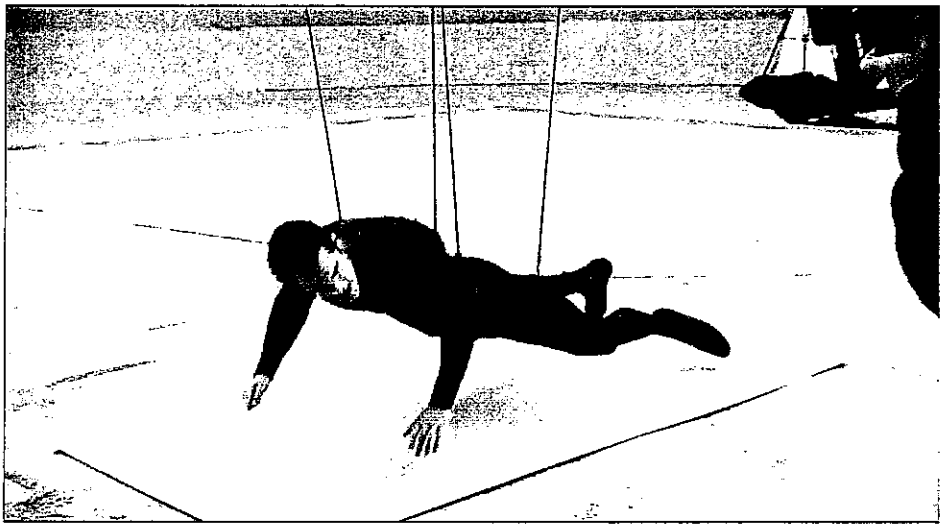
(10 Marks)

b) Describe and explain on how to get effective 2D Tracking

(10 Marks)

Continued ...

Question 5



a) Picture above was taken during the shooting day for Warner Bro's "Man of Steel," with complex wire attached for flying chase sequence. Please explain on how to remove the rigs and wire in detail with step by step procedure in Nuke by the Foundry

(10 Marks)

b) What is the short cut keys for these Node:

i) Roto
ii) Rotopaint
iii) Merge
iv) Project Setting

(10 Marks)

End of Paper

All the best!